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Product	System 6000 Integrator
Product version	1.0.11
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Introduction

About this manual

This manual will show you how to set up and operate your TC Electronic product.

This manual is only available as a PDF download from the TC Electronic website.

You can print this manual, but we encourage you to use the PDF version, which has both internal and external hyperlinks. For example, clicking the TC Electronic logo in the upper left corner of each page will take you to the table of contents.

To get the most from this manual, please read it from start to finish, or you may miss important information.

To download the most current version of this manual, visit the web page

tcelectronic.com/support/manuals/

Getting support

If you still have questions about the product after reading this manual, please get in touch with TC Support:

tcelectronic.com/support/

System requirements and installation

System requirements

Supported TC Electronic devices

- TC Electronic **System 6000 MKII**
Required System 6000 MKII Frame software version: 6.5 or higher.
This plug-in only supports System 6000 *MKII* frames. It does *not* support the original (black) System 6000 frame hardware.

System requirements for Mac OS X

- Intel CPU (min. 2 GHz recommended)
- 2 GB RAM
- Mac OS 10.7 or higher
- Pro Tools 10 or higher or a VST/AU-compatible host
- Supported plug-in formats:
 - AAX 32 bit/ AAX 64 bit
 - RTAS
 - VST2.4 32 bit/64 bit
 - VST3 32 bit/64 bit
 - Audio Units 64 bit

System requirements for Microsoft Windows

- Intel-compatible CPU (min. 2 GHz recommended)
- 2 GB RAM
- Windows 7 or higher
- Pro Tools 10 or higher or a VST-compatible host
- Supported plug-in formats:
 - AAX 32 bit/ AAX 64 bit
 - RTAS
 - VST2.4 32 bit/64 bit
 - VST3 32 bit/64 bit
 - Audio Units 64 bit

Installing System 6000 Integrator

- Make sure your host software is not running.
- Run the installer for the System 6000 Integrator plug-in. You may need an administrator account name and password to run the installer.

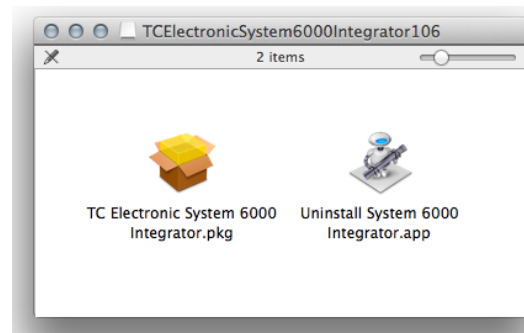


Fig. 1.: System 6000 Integrator installer (OS X)

- On OS X, you may see a dialog telling you that the TC Electronic System 6000 Integrator installer can't be opened because it is from an unidentified developer. If you see this dialog, close it, then, right-click the installer's icon and select "Open" from the context menu. This will open another dialog, allowing you to confirm that you want to install this plug-in and continue with the installation process.
- Read and accept the Software License Agreement presented by the installer.
- Finish the installation of the System 6000 Integrator plug-in and quit the installer.

Activating your System 6000 Integrator license

You may be familiar with software licensing and authorization based on the iLok hardware. System 6000 Integrator uses a new license management concept/technology that allows you to authorize your plug-ins *without* a physical iLok key.

Instead of the iLok key, you can use your computer as a "key". All you need is a (free) **iLok ID**, and the license(s) you purchase will be associated with this ID.

You then install the **iLok License Manager** software on your computer and use your iLok ID to activate the plug-in(s) you have purchased on this computer. Licenses can later be deactivated and then activated on another computer, allowing you to easily use your System 6000 Integrator wherever you need it. No key to lose – one less thing to worry about.

Of course, you can still use an [iLok 2 device](#) to store your licenses if this is what you prefer.

Obtaining an iLok ID

Please note that you will only need to create one account for all your PACE-based software licenses. If you already have an iLok ID, proceed with [“Obtaining and installing the iLok License Manager”](#) on page 5.

- Go to the iLok website: ilok.com
- Click on “Create Free Account”.
- Fill the “Free Account Setup” form and click “Create Account”.

After finishing the registration process, a confirmation message will be sent to the e-mail account you specified when registering. You can now use this account to log into the iLok website and activate software licenses on your computer using the **iLok License Manager** application.

Obtaining and installing the iLok License Manager

- Go to the **iLok License Manager download page** on the iLok website: <http://www.ilok.com/ilm.html>
- Download the iLok License Manager installer for your operating system.



Fig. 2.: iLok License Manager download

- After downloading the iLok License Manager installer, unZIP it and run it.
- Follow the iLok License Manager installer’s instructions.
- After installation has finished, launch the iLok License Manager.

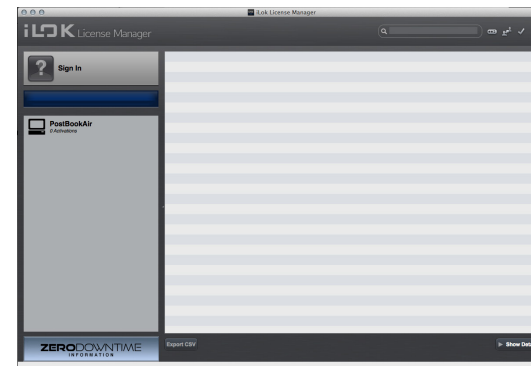


Fig. 3.: The iLok License Manager

- Click on “Sign in” and provide the credentials (your account name and your password) that you entered when you created your iLok ID (see [“Obtaining an iLok ID”](#) on page 5).

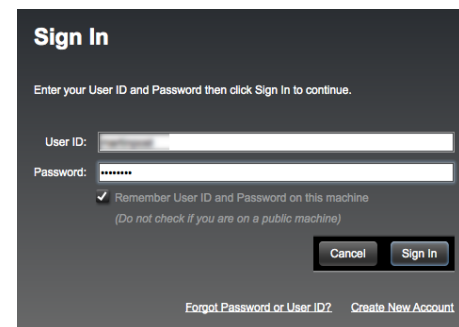


Fig. 4.: iLok License Manager: Sign In dialog

Managing plug-in activation

- After signing in, the plug-ins that were registered to your iLok ID will be available for activation and deactivation.

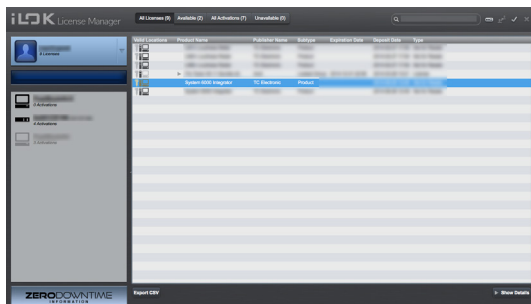


Fig. 5.: The iLok License Manager

- Select the System 6000 Integrator plug-in from the license list.

Activating your plug-in from the iLok License Manager

If you want to activate a plug-in from the iLok License Manager, proceed as follows:

- Select a plug-in in the license list.
- Click the “Show Details” button to display additional information, including options to activate and deactivate System 6000 Integrator.

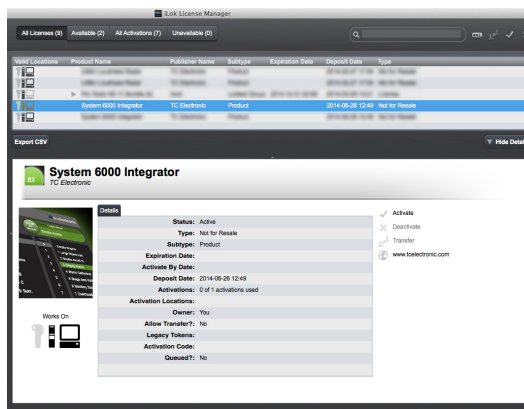


Fig. 6.: iLok License Manager showing the details for System 6000 Integrator

- Click “Activate”.
- In the next dialog (“Select an activation location”), select the activation location (the computer or your iLok 2 device that you want to authorize) and click “Next”.

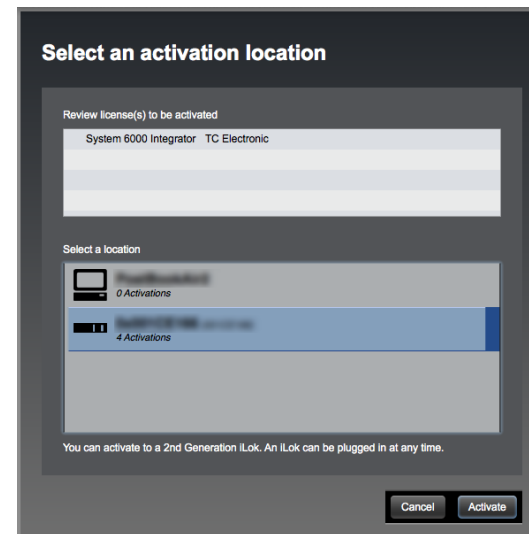


Fig. 7.: Plug-in activation from iLok License Manager

- You will be asked to confirm the activation of the plug-in on the selected device (computer or iLok 2 device).

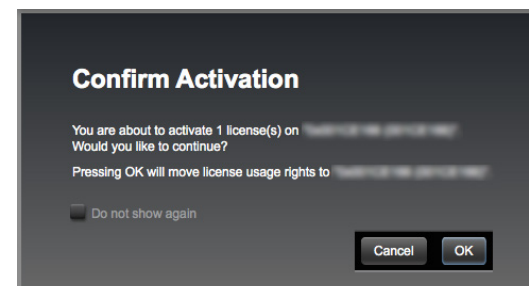


Fig. 8.: Activation confirmation dialog

- After a few seconds, a dialog will confirm successful activation of the plug-in on the selected device.

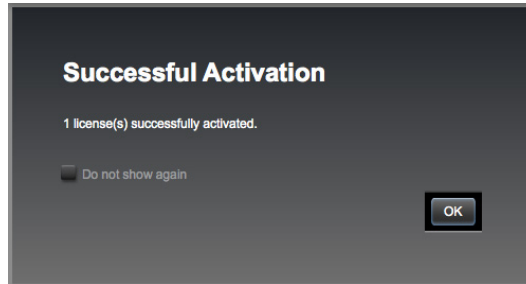


Fig. 9.: Successful activation dialog

Using System 6000 Integrator

System 6000 Integrator features

System 6000 Integrator allows seamless integration of your System 6000 MKII in your digital audio workstation (DAW) or non-linear editing system (NLE).

- Select System 6000 MKII frames.
- Recall important device information.
- Browse and recall User Preset.
- Save and reload System 6000 MKII settings as part of your project.
- Transfer Scenes and User Presets between System 6000 MKII frames.

Automatic Preset Control

Studio software comes and goes; typically in three year cycles. However, for many high-end studios and post-production facilities, System 6000 MKII frames are the preferred “weapon of choice” for top-notch reverbs, delays and modulation effects.

System 6000 Integrator ensures that the full potential of one or multiple System 6000 MKII frames can be realized – no matter what software environment you are working in. The standard automation features of your DAW/NLE are supported, allowing you to automate User Preset changes during playback – which means that you can use your System 6000 MKII more efficiently than ever before. For instance, one engine could be used to apply a subtle eight channel reverb in one scene – and extraordinary DXP dynamics processing or UnWrap HD in the next.

The best of both worlds

Enjoy peace of mind when working with changing hardware configurations: All relevant settings for your System 6000 MKII can be stored as part of your DAW/NLE project. Using the Ethernet protocol, System 6000 Integrator will detect all System 6000 MKII frames connected to the same network as your computer. This way, you get the best of both worlds: Full integration and automation in your DAW/NLE of choice – and powerful, solid communication with your System 6000 MKII frames via Ethernet.

System 6000 Integrator is a plug-in

Please note that this software is a plug-in. Its main purpose is full integration of one or multiple System 6000 MKII frames into your production environment of choice. This is achieved by...

1. **installing** the plug-in,
2. **activating** your license as described in [“System requirements and installation” on page 3](#),
3. **creating or opening a project** in your DAW or NLE host software,
4. **creating or selecting a track** in your project where you insert one or multiple instances of the System 6000 Integrator plug-in and
5. **using these plug-in instances** to access a System 6000 MKII frame.

System 6000 Integrator will always run in your host software, and the data that is controlling your System 6000 MKII frame(s) becomes part of the respective project in your host. There is **no stand-alone version** of System 6000 Integrator, since the plug-in can only be used as described in this manual when it is running in a host application.

Important: Data transferred from a System 6000 MKII frame to your computer is stored in System 6000 Integrator plug-in instances. **Deleting a plug-in instance will also delete the data it holds.** For more information, see [“Data storage in plug-in instances” on page 11](#).

System 6000 Integrator does not process audio

Please note that the **System 6000 Integrator plug-in does not process audio in your DAW or NLE project in any way.**

System 6000 Integrator is only used to transfer **control data** (User Presets and Scenes) from and to your System 6000 MKII frame(s).

To have your System 6000 MKII frame(s) process **audio**, you need to make the required connections to the digital or analog audio inputs and outputs as described in the [System 6000 MKII Setup/Hardware manual](#).

System 6000 Integrator and TC Icon

Please note that **System 6000 Integrator does not replace TC Icon**. Actually, both products supplement each other.

- Use **TC Icon** to...
 - **edit System 6000 MKII User Presets,**
 - **configure system settings** such as clock source and rate and
 - **update the System 6000 MKII frame software.**
- Use **System 6000 Integrator** to...
 - access your System 6000 MKII from your DAW or NLE as efficiently as possible,
 - **store User Presets** in your project and
 - **automate User Preset changes.**

Setup / Networking

To use System 6000 Integrator, both the Mac or PC running your host software and System 6000 Integrator *and* the System 6000 MKII frame that you want to control have to be connected to the same physical network – either directly or via a network switch.

All information regarding network setup and troubleshooting in the [manual](#) for your System 6000 MKII also apply to System 6000 Integrator. In short: If the computer that you are using to run TC Icon software can “see” your System 6000 MKII, System 6000 Integrator will see it as well.

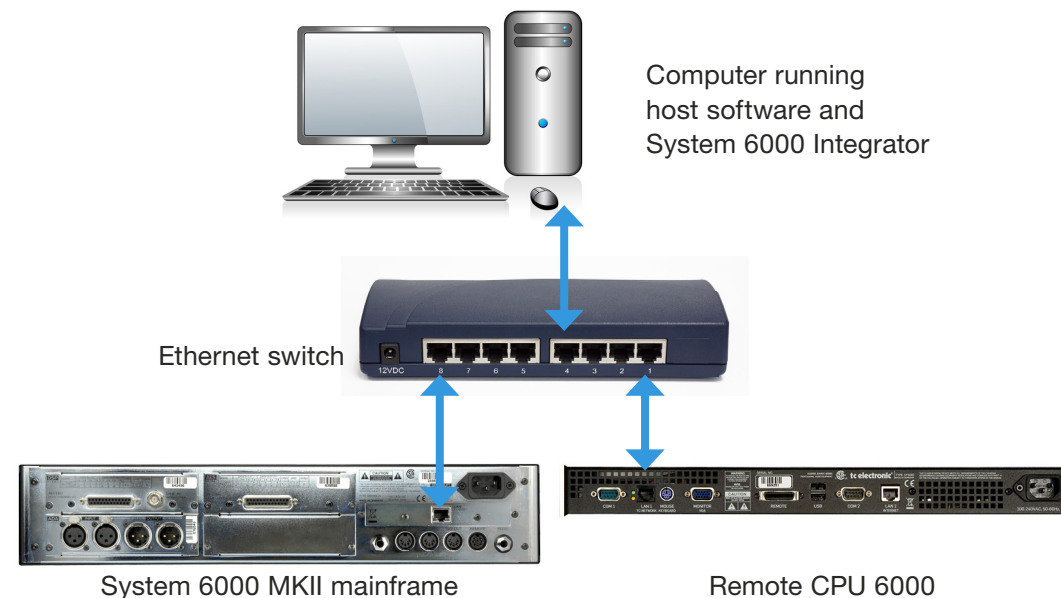


Fig. 6.: Setting up your System 6000 MKII so that it is accessible from the computer running your host software and System 6000 Integrator

Please note that only *control data* is transmitted over the Ethernet switch shown in this illustration.

Data storage in plug-in instances

In principle, System 6000 Integrator can be used in the context of a project like any other plug-in. However, please note the following:

The fact that you can use System 6000 Integrator to retrieve data from a System 6000 MKII frame and send it back to the same or a different frame later gives you a powerful and flexible mechanism for using User Presets and Scenes. Having all data in one place will give you peace of mind and free you from the necessity to store your precious settings in files or on physical media.

As you transfer data (User Presets and Scenes) from a System 6000 MKII frame to your computer, these User Presets and Scenes will be stored **as part of that particular instance of the plug-in**. Accordingly, you need to **make sure that you do not lose the project and the plug-in instance where your data is stored**.

Avoiding data loss

If you delete...

1. a System 6000 Integrator plug-in instance on a track or
 2. the track holding the System 6000 Integrator plug-in instance or
 3. the DAW/NLE project with that track and plug-in instance,
- you will lose the data stored in this plug-in instance.

Make sure that projects plug-in instances in projects containing valuable User Presets and Scenes are not deleted.

When you do “house-cleaning” in a complex project, do not delete tracks that only contain System 6000 Integrator plug-in instances and otherwise are (or look) empty.

It is good practice to instantiate the plug-in on a track in your project that cannot easily be deleted. For example, you could create one track called “System 6000 MKII” and insert one or multiple plug-in instances on this track.

Inserting an instance of System 6000 Integrator into a project

- Launch your DAW or NLE.
- Open or create a project where you want to use System 6000 Integrator for System 6000 MKII automation.
- Select or create a track in this project where you will place an instance of System 6000 Integrator.

As System 6000 Integrator does not process audio, this could be *any* track in your project – see [“System 6000 Integrator does not process audio” on page 10](#). It does *not* matter if it is a mono, stereo or surround track. However, you should make sure that you do not accidentally delete this track later, as each plug-in instance holds the data from the System 6000 MKII it is connected to – see [“Data storage in plug-in instances” on page 11](#).

- Insert an instance of System 6000 Integrator into the selected track.

The required steps are different for each DAW/NLE – please refer to the documentation of your host software. For the purpose of this manual, we will describe and show how to insert the plug-in in an Avid Pro Tools project.

Make sure the “Inserts” View is shown in the Mix or Edit window. Click the Insert selector on the track and select “Other > System 6000 Integrator” from the pop-up menu.

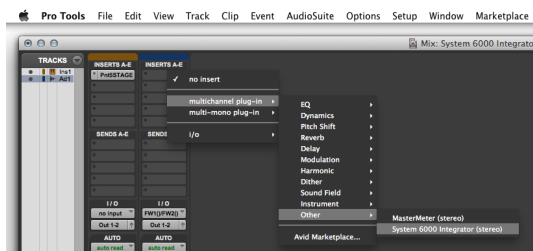


Fig. 4.: Inserting an instance of System 6000 Integrator into a Pro Tools project

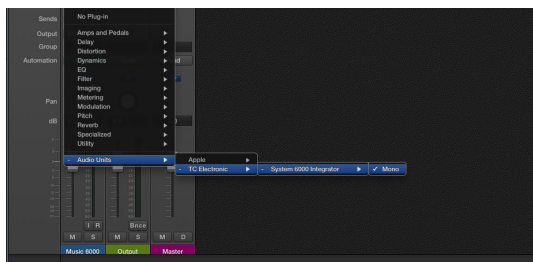


Fig. 5.: Inserting an instance of System 6000 Integrator into a Logic Pro project

- If the newly inserted instance of the plug-in is not automatically opened, open it manually, as with any other plug-in.

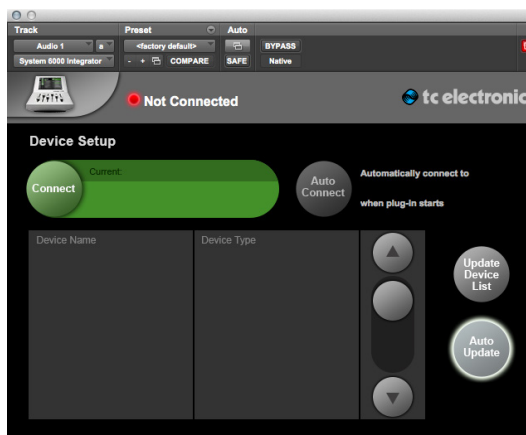


Fig. 6.: New System 6000 Integrator plug-in instance in a Pro Tools project

At this point, this instance of the plug-in has not yet retrieved a list of available System 6000 MKII frames and is not connected to a particular frame. Therefore, the status will be indicated as “Not connected”.

- Click the “Update Device List” button. The plug-in instance will start to collect information about all accessible devices.

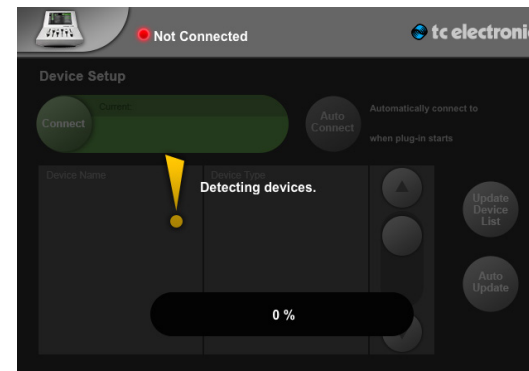


Fig. 7.: Device list update

After one or several System 6000 MKII frames have been detected, select the frame that you want to control with this plug-in instance from the device list and click the “Connect” button in the upper left corner. The plug-in will now retrieve User Presets from the selected device.

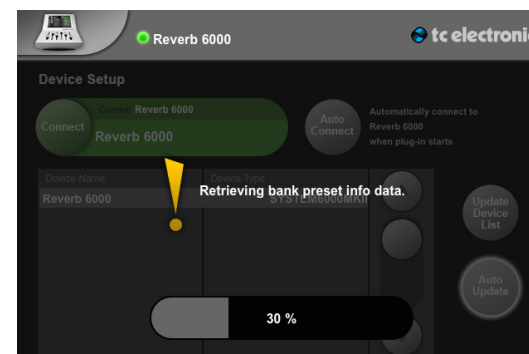


Fig. 8.: User Presets from the selected System 6000 MKII frame are transferred to the System 6000 Integrator plug-in.

Now that the System 6000 Integrator plug-in instance in your DAW project and the System 6000 MKII are connected, you can use the plug-in as described in [“Interface and feature reference”](#) on [page 14](#).

Interface and feature reference

Interface overview



Fig. 9.: Click/tap on the user interface elements to jump to the respective sections of the manual.

System 6000 Integrator window top bar



Fig. 10.: System 6000 Integrator window top bar

The top bar is always present. Use it to access the [System 6000 MKII setup page](#). The top bar will also notify you about problems with the currently selected System 6000 MKII.

ICON icon

Click the small illustration representing the TC Icon to access the System 6000 MKII setup page.

Status indicator

The status indicator “LED” will inform you about the state of the currently selected System 6000 MKII in real-time.

States:

- **Green:** OK – the selected System 6000 MKII operates correctly.
- **Yellow:** Warning – there is a problem with the selected System 6000 MKII.
- **Red:** Error – the connection to the selected System 6000 MKII has been lost.

Device name

This is the “Network Identifier” – the name assigned to the currently selected System 6000 MKII.

TC Electronic logo – “About” page access

Click the TC Electronic logo on the right side of the System 6000 Integrator window top bar to access the “About” page. The About page shows the version number for the plug-in. Click on the page to dismiss it.



Fig. 11.: System 6000 Integrator “About” page

System 6000 MKII setup page

To access the System 6000 MKII setup page, click the small illustration representing the TC Icon in the upper left corner of the plug-in window.

To return to the previously selected page, click the small illustration representing the TC Icon again.

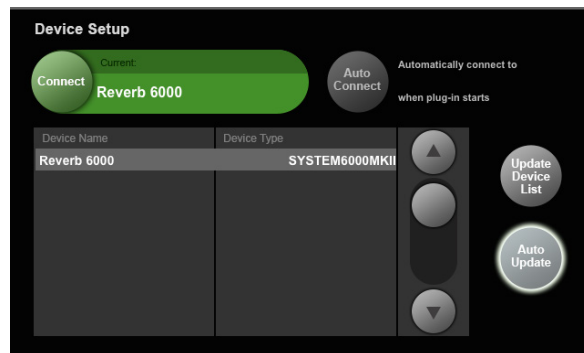


Fig. 12.: System 6000 MKII setup page

Device list / device selection

Select the System 6000 MKII you want to control from the device list in the lower part of the plug-in window.

If there are more System 6000 MKII frames on the network than can be shown at a time, click the scroll up/scroll down buttons to the right of the list to browse the list.

Update Device List button

To update the list of System 6000 MKII frames connected to the network, click the “Update Device List” button.

Auto Update button

To have the plug-in automatically update the list of available System 6000 MKII frames whenever it is started, click the “Auto Update” button so it is highlighted.

By default, this button is on.

Status page

Use the Status page to access basic information about the currently selected System 6000 MKII.

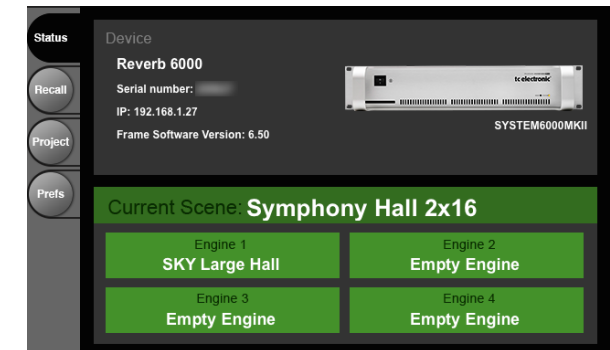


Fig. 13.: Status page

The Status page shows basic information about the currently selected System 6000 MKII:

- Name assigned to this System 6000 MKII frame
- System 6000 MKII serial number
- System 6000 MKII IP: The Internet Protocol address for the System 6000 MKII in your local network
- Frame Software Version: The currently selected System 6000 MKII frame’s software version
- Name of the current scene
- Names of the algorithms loaded into the engines of the currently selected System 6000 MKII.

Recall page

Use the Recall page to access the currently selected System 6000 MKII frame's User Presets and recall them – i.e., load them into the Engines of the System 6000 MKII.

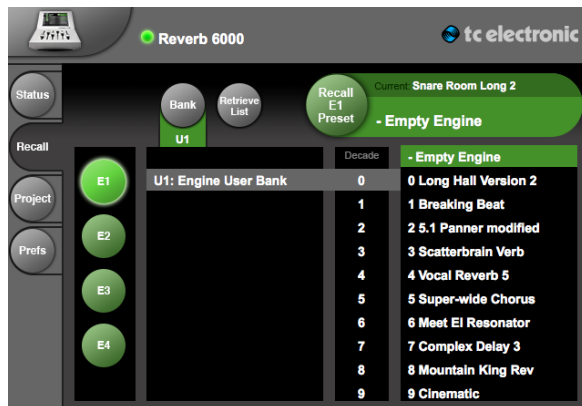


Fig. 14.: Recall page

Recalling User Presets

- Select the **System 6000 MKII** you want to control using the “[System 6000 MKII setup page](#)”.
- Switch to the Recall page.
- Select an **Engine** using the Engine tabs on the left side of the window. The Preset that is currently loaded into the selected Engine (if any) is displayed in the upper right corner of the page with the label “Current:”.
- Select a **User Preset bank** from the left column.
- Select a **User Preset bank decade** from the middle column.
- Select a **User Preset** from the list on the right.
- Click the “Recall Preset” button to recall (load) the selected User Preset into the selected Engine of the System 6000 MKII.

Updating the User Preset list

To update the list of User Presets for the currently selected System 6000 MKII, click the “Retrieve list” button.

Project page – Scene tab

Use the Scene tab of the Project page to transfer complete Scenes between the currently selected System 6000 MKII and the plug-in.

You can transfer Scenes...

- from a plug-in instance to a System 6000 MKII
- from a System 6000 MKII to a plug-in instance.

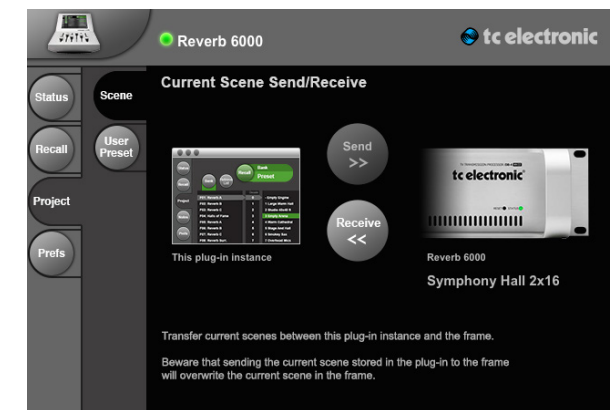


Fig. 15.: Project page – Scene tab

A Scene encompasses settings for all Engines of the System 6000 MKII and the routing. For more information on Scenes, see your System 6000 MKII manual.

- To send a full Scene (with settings for all Engines) from the plug-in to the System 6000 MKII, click the “Send” button.
 - Please note that this button is only enabled if there are System 6000 MKII settings present in the plug-in that can be sent to the System 6000 MKII.
 - When sending a Scene from the plug-in to the System 6000 MKII, you will be asked to confirm that the current Scene in the System 6000 MKII should be overwritten.

When you transfer a Scene from the plug-in to the currently selected System 6000 MKII, the current Scene in that System 6000 MKII will be overwritten. Make sure that this is what you want.

- To transfer the full scene from the System 6000 MKII to the plug-in, click the “Receive” button.

Using a System 6000 Integrator plug-in instance to back up data from a System 6000 MKII

When you use an instance of the System 6000 Integrator on a track in your DAW/NLE project, and when you transfer Scenes from your System 6000 MKII using the Receive button on the Scene tab as described here, the Scene data is stored **within this particular instance of the plug-in**. This means you can transfer all relevant data from one particular System 6000 MKII frame into your software/project and store it, so it can be reused later – even when you are working with another System 6000 MKII. This is a powerful and flexible backup mechanism for all your fine-tuned settings.

However, this also means that you have to make sure that the project and the track with the plug-in instance are not deleted. For more information, see [“Data storage in plug-in instances” on page 11.](#)

Project page – User Preset tab

Use the User Preset tab of the Project page to transfer User Presets between the currently selected System 6000 MKII and the plug-in.

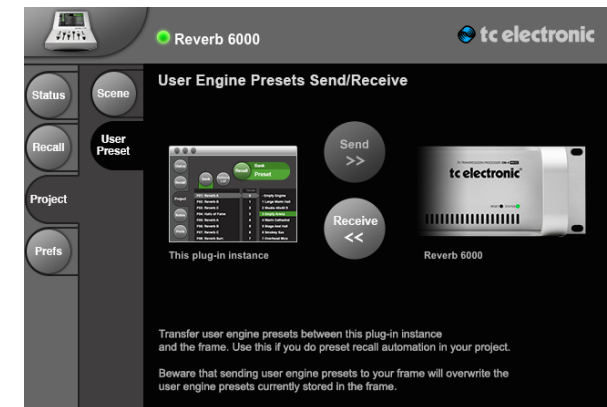


Fig. 16.: Project page – User Preset tab

- To transfer all User Presets from the plug-in to the System 6000 MKII, click the “Send” button. This feature will only be available if you have previously transferred System 6000 MKII into this plug-in instance.
 - Please note that this button is only enabled if there are User Presets present in the plug-in that can be sent to the System 6000 MKII.
 - When sending User Presets from the plug-in to the System 6000 MKII, you will be asked to confirm that the current User Presets in the System 6000 MKII should be overwritten.

- To transfer all User Presets from the currently selected System 6000 MKII to the plug-in instance, click the “Receive” button.

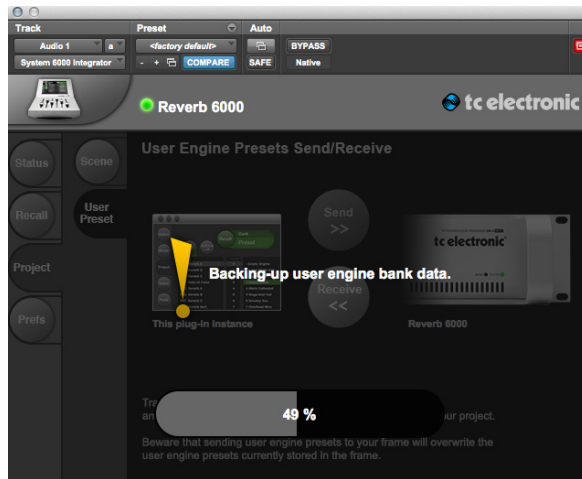


Fig. 17.: Project page – Retrieving User Presets from a System 6000 MKII

Prefs (Preferences) page

Use the Preference page to set up basic parameters. Please note that the settings made on the Prefs page are specific to this instance of the plug-in.

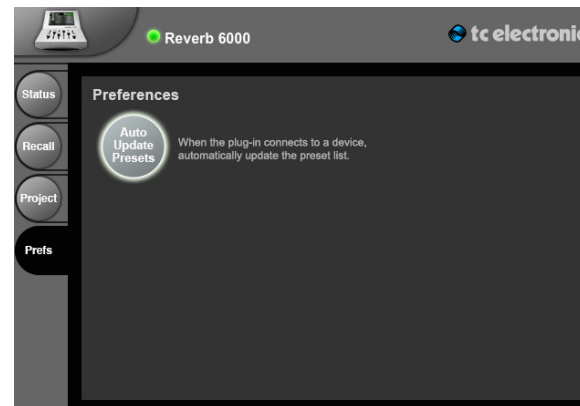


Fig. 18.: Prefs page

Auto Update Presets button

If you want a plug-in instance to retrieve a full list of User Presets from a System 6000 MKII frame when a connection to this System 6000 MKII is established, click the “Auto Update Presets” button to activate it.

By default, this button is set to Off (not activated).

User Presets Automation

Using automation

If your digital audio workstation (DAW) or non-linear editing system (NLE) software supports automation of plug-in data, you can use System 6000 Integrator to automate System 6000 MKII User Preset changes.

Having your host software recall System 6000 MKII User Presets exactly when they are needed in a project allows for very comfortable and intuitive automation and efficient use of your System 6000 MKII frame(s).

Plug-in automation will allow you to recall *User Presets*. It is not possible to automate *Factory Preset Recall*. It is also not possible to automate *Scene Recall*.

Preparing your host software and project for automation

- Refer to your DAW/NLE software's documentation to find out if it supports automation, and if and how you need to enable plug-in automation. All major hosts do support plug-in data automation in their current versions.
- In your host software, open or create a project, create or select a track and insert a System 6000 Integrator instance as described in ["Inserting an instance of System 6000 Integrator into a project"](#) on page 11.
- Open the System 6000 Integrator instance and select the System 6000 MKII you want to control from the [Setup page](#).
- Switch to the [Project page](#).
- Switch to the User Presets tab.
- Click the Receive button. This will transfer all User Presets from the selected System 6000 MKII into this plug-in instance. This step ensures that you can later transfer these User Presets back into your System 6000 MKII.
- If required by your host software, enable automation for plug-in controls. In Pro Tools, you do this by opening the System 6000 Integrator window and clicking the Automation Enable button at the top of the respective plug-in's window. This will open a dialog that allows you to select the plug-in parameters/controls you want to control.



Fig. 19.: Click the Automation Enable button in Pro Tools to select parameters for automation.

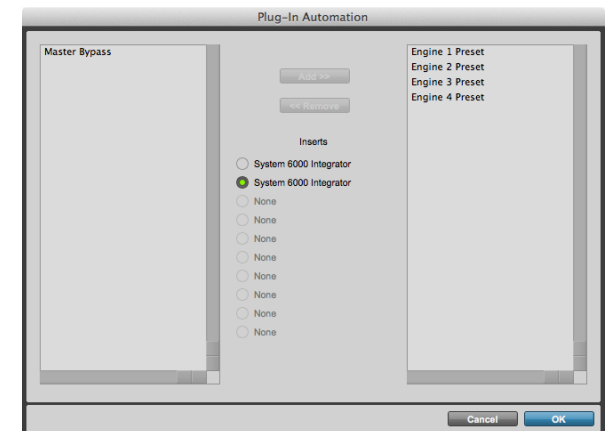


Fig. 20.: Enabling automation of System 6000 Integrator User Preset Recall using Pro Tool's Plug-In Automation dialog

- Most DAWs and NLEs offer various automation modes that will either erase existing automation data as new data is being recorded ("Write") or add new data to existing data ("Touch"). Refer to your host software's documentation to select the proper automation mode.



Fig. 21.: A Pro Tools track set to Touch mode, with two System 6000 Integrator plug-in instances

- You also need to make sure that plug-in data automation is enabled for the selected track (not only volume or pan automation).



Fig. 22.: Pro Tools' Automation window with plug-in automation activated

- Finally, make sure that automation data is displayed as it is being recorded by having your host software show the respective controller lane(s). This will give you visual feedback during automation.
- In Pro Tools, you display automation and controller lanes by...
 - clicking the Show/Hide Lanes button,
 - adding Lanes by clicking the Add Lanes (“+”) button and
 - setting the added lanes to displaying System 6000 Integrator automation data.



Fig. 23.: A Pro Tools track with four plug-in Automation Lanes shown, one for each Engine of a System 6000 MKII

Recording automation data

- Bring the System 6000 Integrator window to the front and switch to the [Recall page](#).
- Start playback or recording in your host software with the automation-enabled track selected.
- In System 6000 Integrator, select one of the four System 6000 MKII engines, select a User Preset and load the selected User Preset into the Engine by clicking the Recall button.
- Select other User Presets as required.
- Stop playback/recording. You may also have to switch your host software's automation mode to “Read” to ensure automation data is not accidentally overwritten. You can also select another automation mode (such as Touch or Latch in Pro Tools) to add more data.
- Rewind your project and play it back. You will see and hear User Presets being selected on your System 6000 MKII as the project progresses.

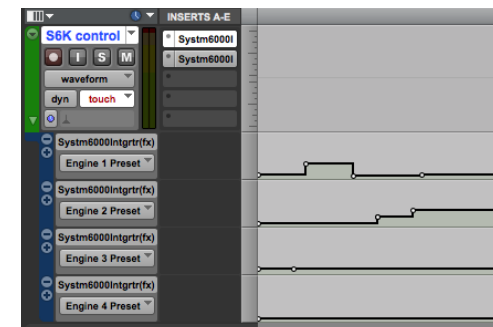


Fig. 24.: A Pro Tools track with automation data for System 6000 MKII engines shown in four automation lanes

Modifying automation data

Use your host software's automation data editing features to modify automation data as requested:

- **Move** automation events to ensure System 6000 MKII User Presets are recalled at the proper positions.
- **Edit** automation events to modify User Preset selection.
- **Delete** automation events that you do not need anymore.
- **Add** automation events.

Again, please refer to your host software's documentation to learn about its automation editing capabilities.

Links

Support resources

- **TC Electronic service and warranty:**
tcelectronic.com/support/service-warranty/
- **TC Electronic Support:**
tcelectronic.com/support/
- **TC Electronic – product software:**
tcelectronic.com/support/software/
- **TC Electronic – all product manuals:**
tcelectronic.com/support/manuals/
- **TC Electronic user forum:**
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TC HD resources

- **TC Electronic | Production:**
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- **TC Electronic | Broadcast:**
tcelectronic.com/broadcast/
- **TC HD products on YouTube:**
youtube.com/user/tcelectronicHDAudio/
- **Loudness Authority:**
tcelectronic.com/loudness/
- **System 6000 Integrator product page:**
tcelectronic.com/system-6000-integrator/

